WWF

ATTITUDE

Get It!

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SPORTS

TEEN
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CONTENT RATED BY
ESRB

T-8103N

SEGA®   SEGA®

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.
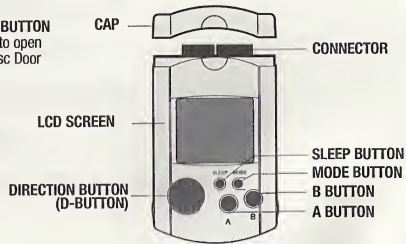
Table of Contents

LOADING.

1. Make sure the power is OFF on your Sega Dreamcast Console.

2. Insert your WF ATTITUDE™ disc into the Control Deck as described in the instruction manual.

3. Insert Controller into Controller Port A.

WF ATTITUDE™ is a 1-4 player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.

To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and START BUTTONS. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

4. If you wish to save a game, insert a VMU (Visual Memory Unit) Memory Card (sold separately).

5. Press the power button ON (**IMPORTANT:** Never touch the **ANALOG THUMB PAD** or **TRIGGERS L/R** while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction).

SEGA DREAMCAST HARDWARE UNIT

DISC DOOR

POWER BUTTON
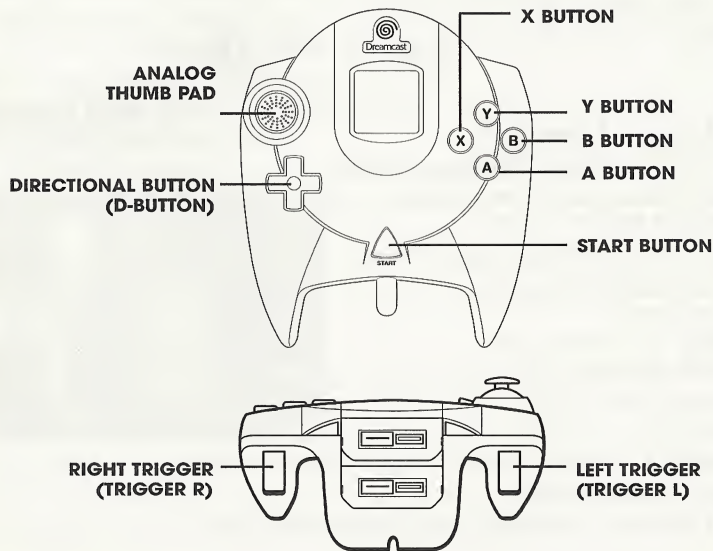This turns the unit ON or OFF

OPEN BUTTON
Press to open the Disc Door
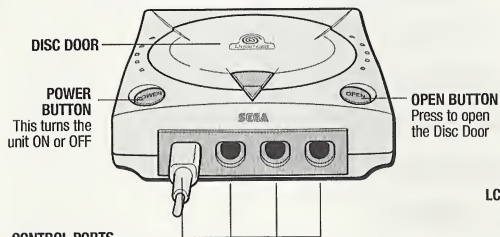
CONTROL PORTS
Use these ports to connect the Sega Dreamcast Controller or other peripheral equipment. From left to right are **CONTROL PORT A, CONTROL PORT B, CONTROL PORT C, AND CONTROL PORT D.** Use each port to connect controllers for players 1 to 4 respectively.
NOTE: **CONTROL PORT** can also be referred to as **PORT**.

VISUAL MEMORY UNIT (VMU)

CAP

CONNECTOR

LCD SCREEN

DIRECTION BUTTON
(D-BUTTON)

SLEEP BUTTON
MODE BUTTON
B BUTTON
A BUTTON

MENU CONTROLS

UP/DOWN .... Highlight menu item
A BUTTON .... Confirm selection/Next screen
B BUTTON .... Cancel selection/Previous screen
START BUTTON .... Pause Game
HOLD L+R .... For help

X BUTTON

ANALOG THUMB PAD

Y BUTTON
B BUTTON
A BUTTON

DIRECTIONAL BUTTON
(D-BUTTON)

START BUTTON

RIGHT TRIGGER
(TRIGGER R)

LEFT TRIGGER
(TRIGGER L)

Do You Have ATTITUDE?

When it comes to competing against the elite athletes of the World Wrestling Federation®, you better have attitude! Because these mat maniacs don't back down from any challenge. They don't fear any fight, and WF ATTITUDE™ has more ways to battle than you ever dreamed of! If you want to challenge the best, you better bring something extra to the ring. It takes more than knowing powerful special moves and humiliating finishing moves. It takes more than a willingness to take on the crushing blows of the long and wrenching Career climb, or mad melees like Gauntlet, King of The Ring® or Cage matches. You need a certain pride, a certain arrogance, a deep feeling in your guts that you're the best grappler in the ring. You gotta be rude, crude and in the mood to feud:

You need Attitude!

WF ATTITUDE.
Get It!™

It's Star time!

On the Title Screen, press the **START BUTTON**. You will go to the Main Menu. Here you can scroll to the desired mode and press the **A BUTTON** to select it.

Exhibition Try a variety of Exhibition matches!

**Career** Start here to begin your quest for wrestling's highest honors.

King of the Ring® Get into the ring and battle up the tournament ladder!

Pay-Per-View Create your own PPV wrestling spectacular!

Create A Wrestler Any match is livelier when you use a custom wrestler!

Utilities Manage your game settings.

Cheat Menu If you discover some cheats, here's the place to enter them!
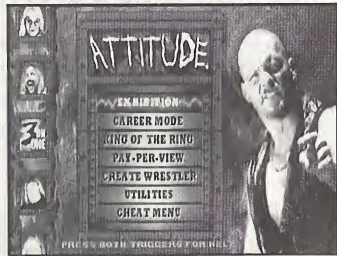
OPTIONS

Available options change depending on the type of mode and match you select. Below is a list of options. Utilities mode (see page 22) has additional options.

MATCH OPTIONS

Hardcore Match Make weapons available during your selected match.

Cage Match Turn the cage on during your selected match.

Last Man Standing Once an opponent gets knocked down, a counter will count down 10. If the number reaches 1 before the superstar can stand back up, he loses.

Falls Anywhere This allows players to be pinned outside ring.

Toughman Match This option is for the 2 on 1 and 3 on 1 game modes. If toughman is ON, the disadvantaged superstar must pin all his opponents, not just one.

WIN MODIFIERS

Iron Man Match The winner of the selected match is the player with the most pins within a specific match length.

I Quit Match A player can only win by forcing the opponent to submit.

First Blood The winner is the first player to cause the other to bleed (if Blood option is turned on under Utilities).

Finisher Only The player can only win by using his finisher on the opponent.

2 out of 3 Victories The player must meet the win conditions 2 out of 3 times to win the match.

MORE OPTIONS

Simulation This allows you to watch the match as opposed to play the match.

Arena Allows the player to select the arena he/she wants to play in. The choices include: House, Raw, Pay-Per-View and Custom arenas.

Time Limit Limit can be set from 1 minute up to 60 minutes, or no limit.

TKO If this is on, the match will end after a player has taken a specific amount of damage.

Announcer Choose to play with the bellowing announcer ON or OFF.

CONTROLS

RING BASICS

SELECTING PLAYERS AND MATCH TYPE
Once you select Career, Exhibition or King of The Ring® mode, you will come to the selection screen.
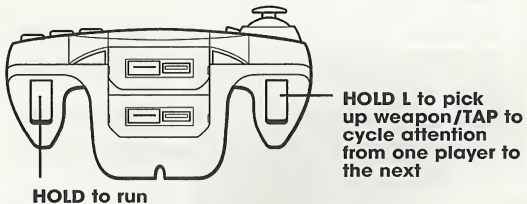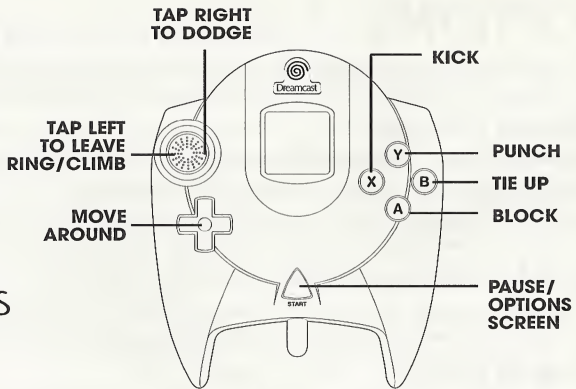
NUMBER OF PLAYERS
Press ← or → on the **DIRECTIONAL BUTTONS** to highlight the desired number of players.

Note that the match types available change with the number of human players.

MATCH TYPES
Press ↑ or ↓ on the **DIRECTIONAL BUTTONS** to scroll to the desired match type. Press the **A BUTTON** to select it.

TAP RIGHT TO DODGE

KICK

TAP LEFT TO LEAVE RING/CLIMB

MOVE AROUND

PUNCH

TIE UP

BLOCK

PAUSE/ OPTIONS SCREEN

HOLD L to pick up weapon/TAP to cycle attention from one player to the next

HOLD to run

To return to the title screen at any point during game play, simultaneously press and hold the **A, B, X, Y** and **START BUTTONS**. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

SELECTING SUPERSTARS

After selecting the number of players and the match type, select your superstars. Use the **DIRECTIONAL BUTTONS** to scroll to the desired superstar and press the **A BUTTON** to select, or press **RIGHT TRIGGER** to have the CPU* randomly select a superstar. Continue until you have chosen all the competitors needed for the selected match type. (Depending on the match type, you'll select the superstars you want to control, those the computer will control or have random ones assigned). Up to four players can select the same superstar, but be aware that the second selection will be considered an impostor. In Career mode, you select one superstar to guide through an entire season. In all other matches, Player 1 selects CPU superstars.
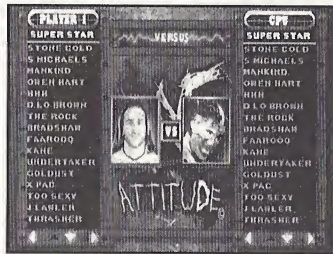
*Note: In case you were wondering, CPU is geekspeak for Central Processing Unit, the main brains of a computer. In this manual, it means a computer-controlled superstar.

CHOOSING CREATED WRESTLERS
If you've created and saved any wrestlers in Create A Wrestler (see page 19 for details), you can load them for use in any game mode. If you choose a Created Wrestler, you will go to the roster of saved wrestlers on your Memory Card, where you can select which one you wish to bring into the ring. If no Memory Card is present or you haven't saved a created wrestler yet, you automatically get the default Created Wrestler.

THE SQUARED CIRCLE

POWER METER

Green You're in great shape—try anything!

Yellow You're tired. You'll have to really start to mash the buttons to escape holds and submissions.

Red You're in danger—you can be pinned! Watch out for finishing moves!

TIE-UP METER As a superstar scores hits, the small box next to the superstar's name turns different shades of blue. The lighter the blue, the greater the advantage during a tie-up.

HEALTH METER · SUPERSTAR NAME · TIME REMAINING · TIE UP METER · POWER METER
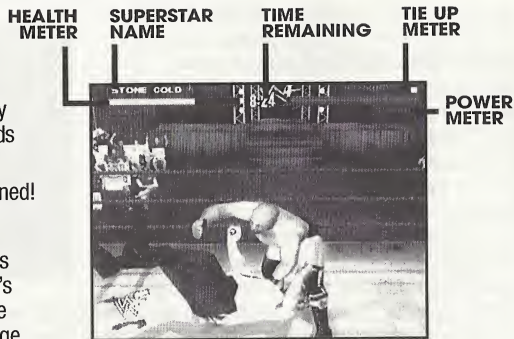
THE PAUSE SCREEN

Press the **START BUTTON** at any time during a game to bring up the Pause Menu.

Resume Back into action!

Move List View a list of all your superstar's moves—and the controls!

Quit Return to the main menu.

GAME MODES

WF ATTITUDE™ offers an incredible array of wrestling modes. You don't believe me? Just take a look!

1 PLAYER	2 PLAYER	3 PLAYER	4 PLAYER
CAREER	CAREER	CAREER	CAREER
TAG TEAM CAREER	TAG TEAM CAREER CO-OP	TAG TEAM CAREER CO-OP	TAG TEAM CAREER CO-OP
	TAG TEAM CAREER COMP	TAG TEAM CAREER COMP	TAG TEAM CAREER COMP
			TAG TEAM CAREER CO-OP/COMP
VS	VS		
TAG TEAM	TAG TEAM	TAG TEAM	TAG TEAM
TORNADO	TORNADO	TORNADO	TORNADO
1 ON 2	1 ON 2	2 ON 1	
1 ON 3	1 ON 3	3 ON 1	3 ON 1
LUMBERJACK	LUMBERJACK		
GAUNTLET	GAUNTLET		
TAG GAUNTLET	TAG GAUNTLET	TAG GAUNTLET	TAG GAUNTLET
SURVIVOR SERIES®	SURVIVOR SERIES®	SURVIVOR SERIES®	SURVIVOR SERIES®
ROYAL RUMBLE®	ROYAL RUMBLE®	ROYAL RUMBLE®	ROYAL RUMBLE®
BATTLE ROYAL	BATTLE ROYAL	BATTLE ROYAL	BATTLE ROYAL
WAR	WAR	WAR	WAR
STABLE MATCH	STABLE MATCH	STABLE MATCH	STABLE MATCH
TRIPLE THREAT	TRIPLE THREAT	TRIPLE THREAT	
TRIANGLE	TRIANGLE	TRIANGLE	
	CO-OP TAG TEAM		
	CO-OP TORNADO		
	CO-OP 2 ON 1		
	CO-OP 3 ON 1	CO-OP 3 ON 1	
	CO-OP TAG GAUNTLET		
	CO-OP SURVIVOR		

CAREER

This mode is for the real wrestling fan, the kind of player who's not satisfied with simply beating a few frenzied freaks and calling it a day. In this mode, you go through an entire ⚡ season, working up from a rookie in last place to winning the European Championship belt. After capturing that title, Career lets you continue to compete for the title in the Intercontinental Championship division, and once that's earned, in the Heavyweight Championship division. By the time you've played through the Career, you're among the elite who can beat just about anybody! After you've beaten the CPU a few times, invite your friends over for a whooping, because this time around the Career can be played with up to 4 human players.

ABOUT CAREER MODE

You begin at the bottom, an untested rookie, ranked 20th. You'll start off where all rookies start off: house shows. As you prove yourself and begin to move up in rank, you can start to show your stuff on Shotgun Saturday Nights. If you keep winning, pretty soon, you'll find yourself flirtin' with the fans and TV cameras on Heat and Raw®. Ultimately, your skilled superstar will be eligible to compete in the coveted monthly Pay-Per-View matches, where you have a chance to prove yourself before the most devoted— and demanding—fans in the world. PPV matches include fan favorites like King of the Ring®, SummerSlam®, Survivor Series®, Royal Rumble® and, of course, the ultimate PPV, WrestleMania®! Once you're ranked #1, your next PPV match will be for an awesome honor: the European Championship belt! If you win the belt, you'll keep your #1 ranking, and then have to defend your belt to prove you're not a paper champion. Five successful title defenses will do the trick. You will then enter into the bottom (#15 ranking) of the Intercontinental competition, where reaching a #1 ranking ensures you a chance at the Intercontinental Championship belt. Say you've earned the first two titles. Feeling pretty good. Starting to believe you can beat anybody right? Well, take a breather, brother, because you've got to start another round of competition if you want to prove you've got the complete package it takes to win the top belt: the Federation Championship belt! Think you can take all three? Good luck!

FINE POINTS

House, Shotgun and Heat matches House shows are the beginning. Shotgun and Heat shows are televised, but they don't include the same level of fanfare that Raw® or a PPV would. These matches are worth 1 ranking point. They take place in smaller, less impressive surroundings. Hey, you gotta start somewhere, and for a beginner that place is the bottom!

Raw is War® This is the great televised show you love. There is a random chance this match will be a specialty match. This type of match is worth 1 ranking point.

Pay-Per-View This is a special televised event. These matches have the most flash and include Superstar Intros. This type of match is worth 3 ranking points, so there's plenty on the line.

In Your House® Compete against fellow superstars in a grueling specialty match.

King of the Ring® This will be an eight man tournament. This particular event doesn't end until the player has either lost one of the three matches or won all three.

SummerSlam® Random match types include: Weapons Match, Cage Match, Triangle Death Match, Triple Threat, Stable Match or various other matches.

Survivor Series® Your regular superstar is teamed up with three other superstars to create a 4-man team to fight against an opposing 4-man team. If the player's team wins, his/her superstar moves up in rank, even if the player's superstar was pinned during the match.

Royal Rumble® This is a 30-person, last-one-still-in-the-ring-wins match. Players who win this match are automatically catapulted to a rank of 1st, earning them the right to wrestle for the belt at the next PPV, depending on the situation.

WrestleMania® This is a regular match. It is only played when a player is attempting to win the Federation Championship.

The Multiplayer Career

In a multiplayer version, there is an initial War match to place players in slots from 20th – 17th for four players (the winner is ranked 17th). After that, each player in rank order fights in a House match against a randomly selected CPU or human player. Losers are deducted 1 rank and winners are advanced 1 rank. Shotguns are used to break ties. If there are no ties, they are treated like House shows. Raw matches are always four player War matches and worth 1 point to the winner and – 1 to the losers. When a player is ranked 1st he must fight in a war match versus the other human players to prove why he is the number 1 contender. If he wins, he or she will have the chance to take on the multi-player career champion for the Federation Championship. If that #1 ranked player loses, the player's ranking is deducted by 3. All other superstars advance 1 rank.

TAG TEAM CAREER

The Tag Team Career is similar to the regular career mode, except all matches are tag matches, as your team battles to gain the Tag Team Championship. This match can be played with the players on the same team or on separate teams.

Exhibition Mode

Choose from a range of different matches and get ready for fast action!

VERSUS

This is the classic 1-on-1 match. Each player selects one superstar and they face off. The match continues until the rules set up by the player have been satisfied.

TAG TEAM

Tag Team is a match that requires four superstars. Under regular rules, this match would end as soon as a Legal superstar has been pinned. Two superstars are outside of the ring standing on the apron kitty corner from each other. It is a 2-man team with only one man being able to stay in the ring legally. The illegal superstar has to stay outside on the apron until he is tagged. Once the legal man tags the illegal man, their positions switch.

The illegal man can enter the ring, but only for a count of 5 seconds. When the 5 seconds are up, the illegal man must then exit the ring and stay back in his team's corner. This time meter will slowly fill back up to 5 seconds. However, the illegal man is free to come into the ring at any time as long as there is some in-ring time left on his meter.

To Tag a Teammate Walk over to the superstar and press **TRIGGER L** to face your partner and then press the **TIE-UP/PIN BUTTON**. To call a tag partner into the ring, press **A BUTTON** and **RIGHT** on the Analog Pad.

2-ON-1

In this mode, two players face off against a single foe. The individual superstar must fend for himself while the other two superstars are free to pummel at will. The teamed superstars are free to attack the single superstar as much as they like and are not restricted to a tag format. Under normal circumstances, the match will end when a superstar from one team has pinned a superstar on the other team. The disadvantaged superstar doesn't need to pin both superstars.

3-ON-1

If 2-on-1 is too easy for you, try 3-on-1! The rules are the same, but the odds are much higher!

TORNADO

This mode features four superstars in the ring at once in a 2-on-2 match without tag team rules. The match ends when both people on one team have been eliminated. When one person is eliminated, the match becomes a 2-on-1 handicap match. The eliminated player can continue to wrestle outside the ring on the floor, so beware!

LUMBERJACK

In this mode, two players face off in the ring. There is a catch, however. Outside the ring are 2 CPU controlled superstars eager to pound any poor, unsuspecting superstar who finds himself outside the ring.

Select your superstars, then choose 2 CPU lumberjack players who stay outside the ring on opposite sides. The rules for the match are a cross between a VS. match and a Royal Rumble®. You can still pin like a VS. match, but you also have the extra throw-over-the-ropes moves available in the Royal Rumble®. The CPU superstars outside the ring do not interact in any way with the superstars inside the ring— as long as the in-ring superstars remain inside the ring and are careful not to find themselves within grabbing distance of either CPU superstar outside the ring!

Once the superstars inside the ring wander outside it, they better have their affairs in order! The CPU superstars outside the ring are just waiting to pounce on anybody that gets thrown over the ropes or is stupid enough to walk outside the ring. Both CPU superstars outside the ring will focus on anyone outside the ring. If more than one superstar is outside the ring, the CPU superstars will each pick a different opponent. The CPUs will beat on their opponent until they have stunned them or the opponent gets back into the ring. Once the opponent is stunned, the CPU superstars will throw the opponent back into the ring. CPUs have unlimited health and are always on 100 difficulty. Ouch! This style of match will keep any crybaby opponent or annoying friends from constantly running away from you, as any player who gets close enough to the ropes risks being pulled out and stomped by the lumberjack superstars! Timber!

GAUNTLET

In this mode, two players face off in the ring, but one opponent has a big advantage: one player is able to select a 4-man team! The player with a 1-man team must defeat all members of the other team. In a 1-player gauntlet, the user fights a CPU one-on-one until the CPU is eliminated. Once the user has eliminated his opponent, another superstar that the user must fight appears. This continues until the user has successfully beaten four CPU opponents!

TAG TEAM GAUNTLET

This mode is similar to a regular gauntlet mode, but with a teammate. In this mode, the player and his/her teammate fight a teamed-opponent. As the enemy superstars are eliminated they are replaced with fresh teammates until all superstars on the enemy team have been eliminated. If either the player or his/her teammate are defeated before they defeat the enemy superstars, the match is over. Tag Team rules apply.

SURVIVOR SERIES®

Only the STRONG survive! This mode is a tag team marathon match with two teams. Each team has four superstars and it's a fight to the finish. However, each team has his/her tag partner and two other teammates waiting in the wings. Whenever superstars are eliminated, he or she is replaced with the tag partner on the apron and a teammate waiting in the wings comes in to become the new tag partner. The match ends when there is only one team left.

ROYAL RUMBLE®

The Royal Rumble® is among the wildest spectacles in wrestling, a straight-ahead free-for-all with no pins, no submissions and no count-outs! You can't even leave the ring and fight outside! It begins with two superstars grappling in the ring. Another superstar enters every 30 seconds. This continues until four superstars are in the ring at once. You eliminate opponents by throwing them over the top rope. Once a superstar is eliminated, another fills that spot, until all thirty superstars have been in the ring! When the Rumble is over, a stat screen will appear showing how many times you eliminated someone, how many times you were eliminated, and how much in-ring time you had. The winner is the last man in the ring. The Royal Rumble® also lets you select superstars for all thirty superstar slots if you want.

BATTLE ROYAL

The rules for Battle Royal are exactly the same as the rules for Royal Rumble® with the following exceptions: all four players start in the ring at the same time and there are only four superstars. The match ends when there is only one superstar left in the ring.

WAR

There are four superstars in the ring at once in a free-for-all style. The match ends when there is only one superstar left. Once a superstar has been eliminated, he/she is forced outside the ring, but can still pull people out and beat anyone outside the ring.

STABLE MATCH

Like a War match, but each player has a team of four superstars. When a player gets pinned, his/her superstar leaves and a new one comes out until all his/her superstars are eliminated. The match ends when there is only one superstar left in the ring and all of the other team's superstars have been eliminated. Also, the last member of each team is allowed to remain outside the ring and fight with any other superstars outside the ring or superstars that he/she drags from inside the ring to outside the ring.

TRIANGLE

This type of match is very similar to a Vs. match. Three people are in the ring at once in a free-for-all-format. The match ends after two superstars have been eliminated. The winner is the superstar that didn't get eliminated.

TRIPLE THREAT

This match is similar to a Triangle match. The difference is that once a person has been eliminated, the match is over and the victory goes to the person who pinned or submitted the eliminated person. This type of match prevents double teaming.

SOME SPECIALTY MATCH TYPES

In WF ATTITUDE™, you'll come across some truly brutal match types, which can show up at any time. Here's a taste of what to expect, besides a lot of yelling and whimpering.

STEEL CAGE MATCH

The winner is the first superstar to climb out of the cage, usually leaving a helplessly beaten opponent lying on the mat below. If you think you can climb out to safety before your opponent is down, you'll soon have that faith shattered, friend, along with every bone in your body! The player can turn the Steel Cage on in Options before starting a match.

HARDCORE MATCH

In a Hardcore match, the rule book is just something to stand on to get a better view of the action! Just about any object can be used to punish your opponent. Your opponent will be thinking warmly of you, too, so be prepared to take on anything—including the TV set! The player can turn weapons on in match Options before starting a match.

King of the Ring®

In this mode, the superstars face off in regular Vs. matches in a playoff-style tournament. If a player wins, he/she advances to the next tier. The mode is complete when there is only one superstar left. On the Options screen before each match the players can choose to watch the match or simulate a winner. Simulating a match will return the player to the tournament screen, with the winner advancing. Up to eight human players can compete in King of the Ring® tournaments. Player 1 will select all the superstars. All players will wrestle using Controllers 1 and 2.

Pay-Per-View

Want to relive some of the greatest wrestling matches ever broadcast? Ever wanted to create the perfect wrestling ticket? Pay-Per-View mode is for you! In this mode you get to build a Pay-Per-View from the ground up. You can pick the name of the event, select the colors of the apron curtains—even choose between a House arena and a Pay-Per-View arena!

You can also pick the type of matches for the Pay-Per-View, select the superstars who will participate in the Pay-Per-View and determine which superstars face which superstars—you're in control now!

NOTE: Pay-Per-View requires a Memory Card.

PAY-PER-VIEW SETUP

When you select Pay-Per-View, you'll come to the Pay-Per-View Setup screen.

NAME EVENT

Use your controller to give your Pay-Per-View a name. How about "Ring Toss" ?

- **DIRECTIONAL BUTTONS** to select a character.
- Press the **A BUTTON** to enter the character.
- Select **END** and press the **A BUTTON** when the name is complete.
- Press the **B BUTTON** to return to the PPV setup menu.
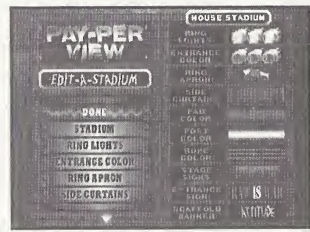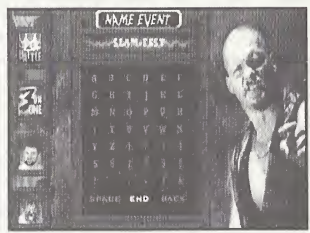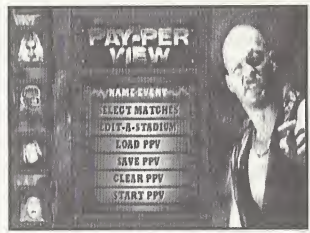
Select Matches There are eight match slots available. You can use as many or as few of the slots as you like. When a slot is selected, a pop-up menu lets you choose Exhibition or Tournament style play. At the next screen, select how many players will compete, and then scroll to the desired match and press the **A BUTTON**. Once you select a match type you'll go to the superstar select screen to choose the superstars for that particular match. Press the **B BUTTON** to cancel a selection and go back to a previous screen.

EDIT A STADIUM

Customize the look of your PPV spectacular!

Stadium Select where you want the action to take place.

Ring Lights Bathe your event in beautiful lights!

Entrance Color Select the color of the stage entrance area.

Ring Apron Select from several different banners to hang on the ring apron.

Side Curtains Change the color of the curtains surrounding the ring.

Pad Color Select from a palette of 9 colors. Martha Stewart, eat your heart out!

Post Color Select the color of the corner posts.

Rope Color Hey, that matches my tights!

Stage Signs Select different banners to hang on the stage.

Entrance Sign Select different banners to hang inside the entryway.

Scaffold Banner Select different banners to hang on the scaffolding.

When you've set up the stadium to perfection, press the **B BUTTON** to return to the Pay-Per-View Setup screen.

When you're ready, go to **SAVE PPV** to save your event/settings. Next, select **START PPV** to bring up the PPV Summary screen showing the PPV name, and a list of all the events scheduled. You will return to this screen when each of the match types has been completed. The winners of each event are displayed, along with some statistics: Winner Name, Winner Picture, Player #/CPU or Human, etc.

Load PPV Load up and play a previously saved PPV.

Save PPV Save your current PPV progress and settings.

Clear PPV Reset the Pay-Per-View.

Start PPV "Once you've saved your PPV setup, begin your ᴡᴇ SuperStar spectacular!"

Create A Wrestler

"Create A Wrestler" is back and it's bigger, bolder and outright goofier than ever! New boots and panties indeed! This is where you can create, edit and save custom superstars. Then you can take them into the ring to prove their mettle in the midst of all manner of ᴡᴇ ᴀᴛᴛɪᴛᴜᴅᴇ™ mania!

CONTROLS

Y BUTTON Select brightness meter.

↑ or ↓ **DIRECTIONAL BUTTONS** Highlight Option.

← or → **RIGHT DIRECTIONAL BUTTONS** Cycle settings/move sliders.

L/R TRIGGER Turn wrestler in view window.

HOLD L + R TRIGGERS SIMULTANEOUSLY To view help.

CREATING YOUR WRESTLER

Create Access the create menu, where you can alter all sorts of custom creature settings, including which style eyes, nose, body type and wiggy costume combo your mighty mangler will sport!

Name Give your perfect creature the perfect name.

Attributes Assign the desired mix of attributes like stamina, speed, etc.

Edit Moves Choose which moves your wrestler can pull off.

Personality No neurosis here, just Attitude! Use this screen to select your theme music, run-in partner and whether the crowd cheers or boos your wrestler.

Memory Card Access your Memory Card to use Save and Load functions.

Clear Wrestler Erase the current creation.

Highlight **Create** and press the **A BUTTON**. A menu will appear with a number of options: Body, Head, Upper, Lower, Text, Random and Clear. Select random to have the computer create a wrestler with random elements. Clear will clear any unsaved current creations. The remaining options each have several sub-categories of unwholesome options you can set. Get in there and see what you can do! Press the **A BUTTON** when an option is highlighted. A sub-menu will appear with all the settings you can handle. Scroll up or down to highlight an option, then press the **A BUTTON** to enter.
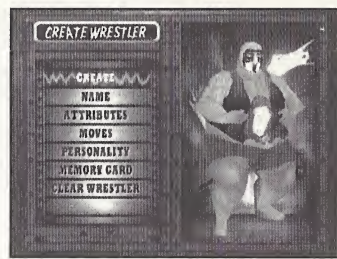
COLOR SETTINGS

You can set the color/tone on some selected items. To do so, press the **Y BUTTON** to activate the color area, press ↑ or ↓ on the **DIRECTIONAL BUTTON** to highlight a color option slider; then move the slider (← or →) to get the look you want. When you're done, press the **B BUTTON** to return to the menu area.

Different options have different color adjustment options available. You can usually adjust:

Hue All the colors of the rainbow, from yellowed bruise to black-eye blue!

Saturation Sets the amount of color.

Brightness Make the color dark or light.

LENGTH SETTINGS

From Upper Shirt and/or Lower Pants, you will be able to adjust sleeve and pant lengths to get that all important ³/₄ length look. To access the length meter, press the **Y BUTTON** twice (the first press highlights the color settings); then press ← or → on the **DIRECTIONAL BUTTON** to raise or lower your hems! Ooohhh!

ADDING TEXT TO CLOTHES

When Text is highlighted on the **CREATE MENU**, press the **A BUTTON** to bring up the text editing screen. Select an area you wish text to appear on and press the **A BUTTON**. You'll come to the text input screen. Press the **A BUTTON** on a selected line to access the text input window, then use the **DIRECTIONAL BUTTONS** to highlight desired characters and the **A BUTTON** to input a character. When text is complete, highlight **NEXT LINE** and press the **A BUTTON**.

Text options You can choose a large or small font and vertical or horizontal text alignment under Options. Press the **Y BUTTON** to access the options area, then use the **DIRECTIONAL BUTTONS** to highlight your choice. Press the **A BUTTON** to confirm. You can set text color by moving the slider. Press the **B BUTTON** to return to the body area menu. You can also change the text color and which layer of clothing the text appears on.

Attributes

You assign your creation varying degrees of five attributes (from 1 to 10), with the total equal to 36. Common sense suggests you create a superstar with balanced attributes, heavier in some areas, lighter in others, but have fun experimenting by creating creatures with, say, plenty of strength but no endurance, or lots of recovery but no speed. You're sure to find their resulting performance entertaining! The attributes are:
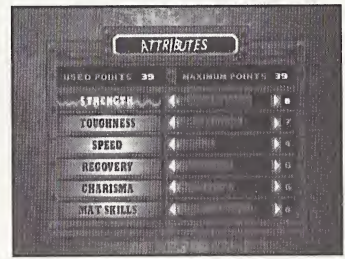
Strength Affects the amount of damage you deliver.

Toughness Makes you less vulnerable to low-damage attacks like punches and kicks.

Speed Impacts walks, blocks, dodges, climbing the Turnbuckle and Cage.

Recovery Initial recovery value is lower, plus it lowers your chance of getting stunned.

Charisma Increases the chances of getting the crowd on your side. A happy crowd pumps you up so you do more damage.

Mat Skills Improve your ability to reverse moves and do more damage during holds.

MOVES

You can choose which moves you want your custom superstar to have for particular situations, and there are plenty to choose from! To edit a move set, move the highlight to Finisher, Trademark or one of many, many Damage moves (arranged by the level of damage they do). Press the **A BUTTON** to highlight the moves window at the lower left of the screen. Press ← or → **DIRECTIONAL BUTTONS** to toggle through the different situations, and ↑ or ↓ to scroll the moves available for each situation. Notice that button combinations for each move appear in the window at the lower right. When you've selected your move for one category (say, your Finisher), press the **B BUTTON** to get back to the move set selection menu and continue until you've got an arsenal of moves that will make your opponent cry "Uncle!"

NAMES

Enter your own, or choose a selectable Name – You can select from a heaping helping of ring-tested names. When a player uses this superstar in the game, the announcers will refer to the superstar by the name he selected in the custom room.

Utilities

Utilities offers a host of gaming options:

Save Options Access your Memory Card to save option settings.

Difficulty Select among Easy, Medium and Hard skill settings.

Intros Choose to play with or without the 🐾 SuperStar intros.

Recovery Superstars will regain health during a match (ON) or not (OFF).

Stereo Play with Stereo or Mono sound.

FX Volume Turn sound effects OFF, or choose among Low, Medium and High settings.

Music Volume Turn the music OFF, or choose among Low, Medium and High settings.
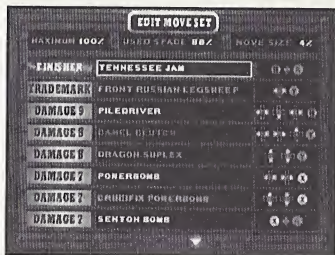
Language Choose ON or OFF. When ON, the censor hides some of the game's ATTITUDE.

Name Meter Select among ON, OFF and HEALTH COLOR. I for one don't get it.

Damage Meter Turn this meter ON or OFF.

Tie-Up Meter Turn this meter ON or OFF.

Health Meter Turn this meter ON or OFF.

Blood Play with festive blood (ON) or don't (OFF).

MATCH STATISTICS

At the end of each match the game will compile statistics about the match that was just fought, including the winner, match length, a moves chart that tells how much you're using specific moves from each category. A second screen details pin attempts, total damage and plenty more!
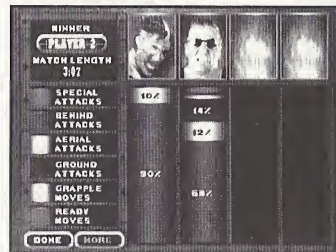
Superstar Biographies

The talent in the WWF Attitude™ is staggering. Here are the mighty men that make WWF ATTITUDE™ the most complete and compelling wrestling game ever. If you're good enough to master the mat using this huge roster, you may find some special secret wrestlers, too!

How well do you know these top talents? Can you match the wrestler to his or her portrait?

___ Al Snow
___ B.A. Billy Gunn
___ Big Boss Man
___ Bradshaw
___ Christian
___ D'Lo Brown
___ "Dr. Death" Steve Williams

___ Droz
___ Edge
___ Faarooq
___ Gangrel*
___ Godfather
___ Goldust
___ TripleH
___ Jeff Jarrett
___ Kane

___ Mankind
___ "Sexual Chocolate" Mark Henry
___ Mosh
___ Road Dogg
___ Ken Shamrock
___ Steve Blackman
___ Stone Cold Steve Austin

___ The Rock
___ Thrasher
___ "Too Sexy" Brian Christopher
___ Undertaker
___ Val Venis
___ X-Pac

* Gangrel created by White Wolf, Inc. Gangrel is a trademark of White Wolf, Inc. All rights reserved.

28 NOTES

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